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in: Class Infinite, Cluster I, Levels, Unconfirmed Levels



Level 57: "Möbius Loop"

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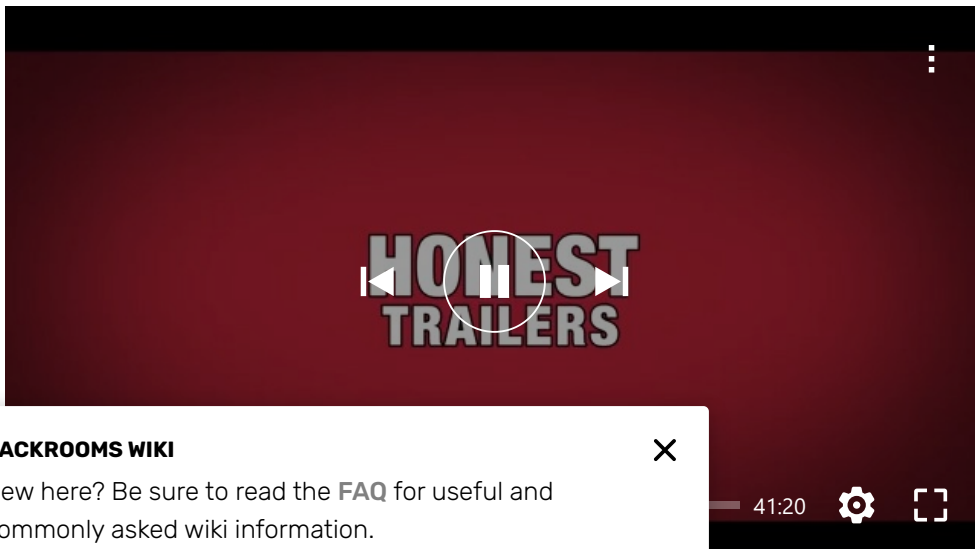
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"I am walking through the middle forever..."

— No Name

Survival Difficulty: Class Infinite

- » Infinite Loop
- » Stopped Time
- » Devoid of Entities



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Description

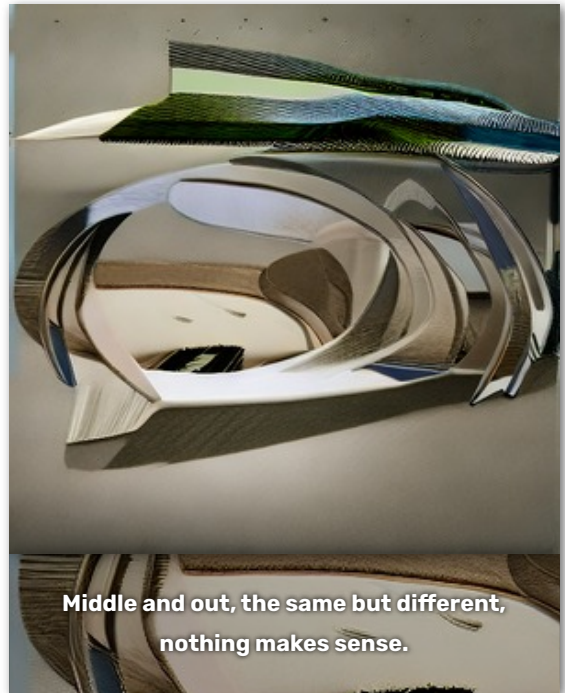
Level 57 is characterized by its structural manifestation as a paper of immense proportions, comparable in size to a skyscraper. Its configuration involves securing two ends with duct tape in a half-twist, resembling a Möbius strip. Initial observation suggests a finite spatial quality; however, prolonged traversal of the Level results in the gradual dissolution of the perceived finiteness. The nature of Level 57 is classified as infinite, attributed to its non-Euclidean and predominantly non-linear spatial characteristics.

Upon initiation of entry into the Level, the participant is provided with two sets of sharp, precise, and impervious stainless steel scissors, allocated to their dominant hand. The blades of the scissors bear the inscription, "Attempt to cut the Level!" Any endeavor to dismantle the scissors will result in the manifestation of two potential outcomes: MV-1, a virus exhibiting neurodegenerative properties akin to dementia, albeit with a remediable nature, though irreversible consequences persist. Alternatively, exposure to MV-5, a prion with the capacity for widespread cellular destruction, presents a grave scenario characterized by the absence of known interventions and an almost certain fatality.

Upon entry, it is highly recommended to start cutting the paper that they are standing on. Successful execution of this action ensures a secure exit, as most alternative exits direct towards hazardous Levels. It is noted that the task proves exceedingly challenging due to the characteristics of both the Level itself and a Möbius strip.

Time suspension is a defining characteristic of Level 57, with organisms being a notable exception. Nevertheless, specific physiological functions undergo cessation, encompassing the heart, blood circulation, and the healing process. The sole anatomical elements recognized as operative within this temporal stasis are the cerebral and muscular systems. In the event of an injury or any sort of damage to the body occurring within the confines of the Level, the damaged part, along with associated pain, remains imperceptible until the wanderer exits the Level. Notably, manipulation of objects within the environment proves unattainable.

The phenomenon of the Möbius strip traps all matter and has a significant effect on *Level 57*. It means that time and space are also controlled, so just because time stops doesn't mean that the structural changes won't continue. It is still possible to get injured, but no matter how bad it is, one will not experience any effects that can stem from the injury until one exits the Level.



Gravity exhibits anomalous behavior within the environment, as individuals may find themselves traversing surfaces that concurrently exist on both sides of a Möbius strip. This phenomenon results in a continual transition between conventional orientations of "up" and "down." Additionally, instances may occur where walking is accompanied by an abrupt sideways descent while maintaining contact with the same surface. This defiance of conventional gravitational norms introduces an augmented Level of intricacy to navigational dynamics.

Level 57 will always take the shape of a hallway, although it may not appear to be one. It has perplexing and anomalous characteristics, such as appearing to be composed of a different material, most likely metal. From a distance, it appears to be a normal, still 4D shape, however, upon closer inspection, it changes to 3D, and the hallway changes shape approximately every 5 meters you walk. Within several geometric anomalies one may find remains of a glass structure, though it is still unknown which type of glass structure the ruins belong or from where did the ruins appear in the first place.

Objects, walls and surfaces in display strong magnetic attraction to various metals, regardless of their magnetic nature. A regular event happens every three months, where magnets with positive polarity react forcefully, either exploding or combusting. The explosions have a force equivalent to three tons of TNT, but emit a high-frequency ringing sound of 120 decibels instead of a loud bang. The sound continues for three to five seconds. Surprisingly, no physical injuries have been reported by the observers of the explosions, neither from the shockwave nor from the noise. Nevertheless, many of them have suffered from post-traumatic stress disorder for one month following the event.

On rare occasions, a blue door will appear next to the corridor. Open the blue door and inside is an expansive system of interconnected rooms possessing perplexing geometry and architecture that could not possibly be more incomprehensible than other Levels. This system of rooms is entirely constructed out of a blue building material never discovered on other Levels. This material possesses a texture similar to rubber. Secondly, any furniture present in the room is embedded or connected to the ground, wall, or ceiling, meaning it cannot possibly be moved without breaking a part of the furniture itself. While this anomaly could seem to be randomly generated, however, it is anything but. The layout of the room clearly seems to have been carefully planned. Its features include random walls protruding out of the walls, floor, and even the ceiling; the unmeaningful reason for the steps on the stairs to either be too small or too steep; random windows and holes appearing in arbitrary locations; complicated systems of blob-shaped rooms; and the overwhelming majority of these rooms forcing one to twist, turn, and move their bodies in abnormal ways.

Level 57 has no sky, and is replaced by a white abyss. The Level also does not have any sun, moon, or stars, as everything is the same white abyss. The Level does have a shining light that illuminates most of the area, however, the source of this light is unknown. The Level can randomly shift or change its current location within the abyss, presumably to confuse or trap wanderers, as when the shift occurs, previous entrances will no longer work and new entrances needs to be discovered, it is this very thing that makes the M.E.G. believe that this

Level has some sort of sentience.

Level 57 contains several illusionary areas depicting: A beautiful grassland, a flower field, a farm, and several others. These illusions are mainly meant to trick wanderers into believing they have escaped The Backrooms, but in reality they are still within The Backrooms. Sometimes, parts of the Level may collapse and fall into the abyss below. However, within just the next estimated five days, a new part will replace the old part that has since been long discarded into the abyss. Surprisingly enough, this seems to be the Level's method of replacing old parts.

It is extremely common to see spiraling columns that appear to stretch infinitely into the sky. These pillars are twisted into impossible shapes, such as impossible cubes, and they are completely irregular. Staring at them for a few minutes can lead to psychosis, and a distorted perception of reality.

Various televisions float throughout space – they never fall due to time-stopping. However, when they are turned on, their screens display content, albeit a limited number of programs. The fact that these TVs can display screens is believed to be the result of a time warp. Sometimes, individuals may find themselves trapped in a ghost wall, or the same corridor no matter where they turn, because *Level 57* has a powerful spatial distortion that causes the structure to change at a very fast speed, but it is not easily noticeable.

There is a Klein bottle tied to the Mobius strip, which is 4D, so no amount of 3D items can fill it up, as there is no distinction between the inside and outside of this object. In addition, this Klein bottle has been painted using 6 colors, all in the black and white palette, which echo the *Level 57* color palette and emit a very bright light, so bright it's unbelievable.

Dehydration or severe mental deterioration can trigger a sudden teleportation to a simulated version of *The Void*. The place is filled with distorted images that flash brightly, causing temporary blindness or eye damage to photosensitive individuals. Closing one's eyes is futile, as it can worsen the effects. However, this phenomenon is not fatal, and it lasts for an average of five minutes. After that, one will return to the main Level with a 50% chance of having a permanent improvement and positivity in their mental health. Some also report that their energy is replenished with *Almond Water*.

Recently, severe bursts of quantum energy have been reported in many parts of *Level 57*. It is widely believed that these bursts of energy occurs due to the presence of planck cracks in the fabric of space-time within the several areas of this Level. When these bursts of energy occurs, they will most likely suffer lethal injury, like amputation, decapitation, disembowelment, and many more gruesome injuries. The only way to determine that a burst of quantum energy may occur is a sudden, very powerful air-pocket that can easily throw a wanderer a few feet away.

Entities

Due to the nature of *Level 57*, there are no entities in *Level 57*; although the level itself is widely believed to be an entity on its own.

Colonies and Outposts

Due to the nature of *Level 57*, constructing a colony or outpost within the boundaries of *Level 57* has been deemed unfeasible.

Entrances and Exits

Entrances

- Nocliping anywhere or jumping off in *Spirals* will lead here, maybe.
- *Suspended Daycare*

Exits

- Cutting the level in half will lead to *Sublimity*.
- Nocliping, 2 percent chance it'll lead you to *Anemoia*.

Free sin winner

In the world, nightmare is good.

I do not understand why people say that contradictions exist. There is no such thing in the world, and everything is free of conflicts, just like the Möbius strip, which is the same inside and outside, and it seems to be insoluble, but if we look at the structure carefully, it is very simple.

No contradictions is danger, but also sublime; No side is nightmare, but we like.

Fine veritas, you will see $2+2=5$ is true.

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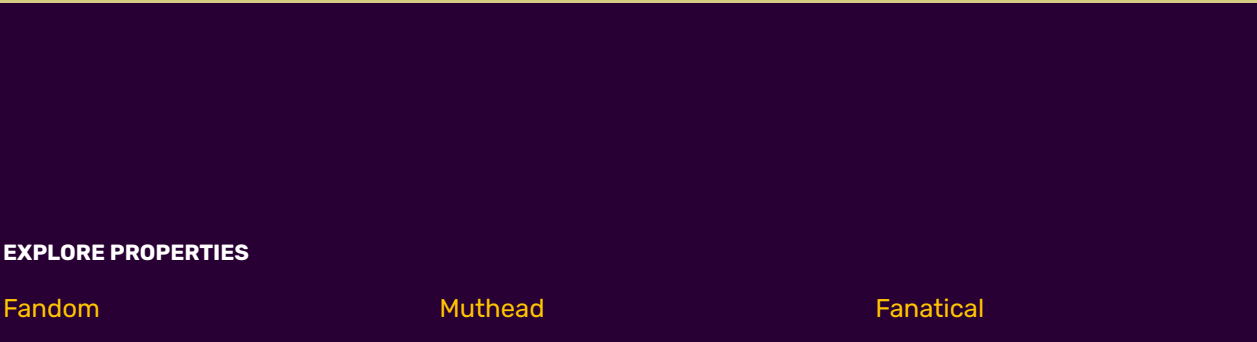
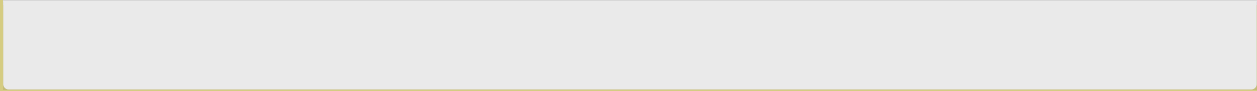
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